

Product Release



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NEW FEATURES, TOUGHER PLAY

IN NEW ASTEROIDS DELUXE™ GAME FROM ATARI

Tumbling asteroids, spacecraft shields and "smart" flying saucers are among the advanced features of Asteroids Deluxe, a new coin-operated game introduced today by Atari, Inc.

The new game is the latest generation of the well-known Asteroids™ game. It can be played by one or two people, and is designed to be challenging to the more skillful video game fan while it remains exciting to the novice player.

"The results of our test-market research with the new game have been excellent," said Frank A. Ballouz, vice president of marketing for Atari's Coin Operated Games Division. "In fact, the response of players and the initial volume of business the game generated have exceeded our expectations."

Among the new features of Asteroids Deluxe are:

Display

Asteroids Deluxe uses Atari's unique "QuadraScan™" to display video graphics floating above a full color, three-dimensional playfield, a new feature that enhances the illusion of deep space.

- more -

The game begins with the player's spacecraft positioned at center screen. Floating, tumbling asteroids appear slowly at first, then engulf the craft in a swarm of space rocks. The pilot must maneuver instantly, rotating the ship left or right, energizing directional thrusters to avoid collisions and to position the ship to earn points by destroying saucers and asteroids.

"Shield"

A new "shield" control, found only on Asteroids Deluxe, enables a player to protect the ship from collisions with asteroids or direct hits by enemy lasers. The press of a button "shields" the ship temporarily. The shield must be used sparingly as it fades and eventually disintegrates if used excessively. Shields are re-energized to full strength for each new spacecraft "life."

"Killer Satellite"

Player challenge increases as score increases. During the second wave of asteroids and during each succeeding onslaught, a new "Killer Satellite" veers onto the playfield. A hit on the satellite explodes it into three smaller craft, which, when hit, each split into two even smaller targets. Until all segments are destroyed, each remnant of the satellite also chases the player's craft with a doggedness that increases as the player's score increases.

"Smart" Saucer

A new "smart" saucer feature adds to the challenge. Both large and small enemy saucers now shoot at the player's ship, as well as the

asteroids. The large saucer fires three out of four shots at asteroids, the fourth at the player's ship. The small saucer fires two out of three shots at the player, the third at asteroids. This feature eliminates the possibility of a player lurking behind asteroids to ambush saucers as they appear.

Additional Features

A special high score table is also featured during the time when the game is not being played to give players an incentive to beat previous players' scores. The ten best scores on the game can be displayed along with the corresponding players' initials. A new non-volatile memory feature retains the top three scores, even if power goes off, so when the game is turned on again they are displayed.

A new six-digit score counter allows players to ring up scores as high as 999,990.

Standard upright, CabaretTM and cocktail cabinet models of Asteroids DeluxeTM are available.

Atari is a leading designer and manufacturer of video games for family game centers, home video games and personal computers for a variety of applications. The company is a wholly-owned subsidiary of Warner Communications, Inc.

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